LAST	FIRST	RANK	DEGREE, YEAR	THESIS TITLE	RESEARCH AREAS	EMAIL
Adams	Charles		MS (EE), 2004	3D Image Synthesis: Theory and Application for Inverse Synthetic Aperture Radar (ISAR)		
Akbori	Fahrettin	LTJG, Turkish Navy	MS (MOVES), 2004	Simulating an ASW operation using MAS(Multi Agent Systems)	Visual simulation	fakbori@nps.navy.mil
Baggeson	Arne	LT, German Navy	MS (MOVES), 2005			abaggese@nps.navy.mil
Blais	Curtis	Civilian	Ph.D. (MOVES), 2004	Web Services and Agent-Based Construction of Large-Scale Virtual Environments	Agent-based simulation and large-scale virtual environments	clblais@nps.navy.mil
Boyce	Connor	LT, USNR	MS (MOVES), 2004			rdboyce@nps.navy.mil
Buhl	Christian	Civilian	MS (MOVES), 2004		Army game project	cmbuhl@nps.navy.mil
Burgess	Rene	LTC, USA	MS (MOVES), 2003 & Ph.D. (MOVES), 2006	Realistic Evaluation of Terrain by Intelligent Natural Agents (RETINA)	Artificial intelligence	rene.burgess@us.army.mil
Chacon	Joseph	LTC, USA	MS (MOVES), 2004	Combat XXI	Combat modeling	jlchacon@nps.navy.mil
Correia	Joaquin	LT, USN	MS (MOVES), 2005			
Curtin	Ken		MS (ISO),	Building Second NUWC Virtual Naval Asset (VNA) (vSSGN #2) at NPS for Network-Centric Experimentation		kmcurtin@nps.navy.mil
Davis	Duane	LCDR, USN	Ph.D. (CS), 2006			dtdavis@nps.navy.mil
Devos	Dan		MS (ITM), 2004	XML-Based Tactical Chat for Operational Fleet Use	XML instant messaging	dadevos@nps.navy.mil
Ernst	Ryan		MS (CS), 2004			
Filiagos	Dimitrios		MS (CS), 2004			
Garrido	Randy	CPT, USA	MS (MOVES), 2004	Rope Modeling in *America's Army*	Physically-based simulation	ragarrid@nps.navy.mil
Gellman	Greg	LT, USN	MS (OR), 2004	Efficacy of Gaming Technology for Deployable First Aid Training		gwgellma@nps.navy.mil
Gilman	Scott	CPT, USA	MS (MOVES), 2004	Impact Analysis of the operational employment of the Adaptive Joint C4ISR Node	Combat modeling	sgilman@nps.navy.mil
Goerger	Simon	MAJ(P)	Ph.D. (MOVES), 2004	Validation and Evaluation of Cognitive Models for Combat Simulations	Human factors in virtual evironments, validation of cognitive models	srgoerge@nps.navy.mil
Gutierrez	Louis	LT, USN	MS (MOVES) 2005			lmgutier@nps.navy.mil
Helfer	Barb	Civilian	Ph.D. (MOVES), 2006		Motion capture	blhelfer@nps.navy.mil
Hodges	Glenn	CAPT, USA	MS (MOVES), 2004	A Common Interchange for Unit Data	Web Technologies	gahodges@nps.navy.mil
Horner	Doug	Civilian	Ph.D. (CS), 2006		Robotics (specifically AUVs) and the semantic web.	dphorner@nps.navy.mil
Kulakowski	Walter	Maj, USMC	MS (CS), 2004	Growth and Evaluation of Chromakeyed Augmented Virtual Environment (ChrAVE) for Helicopter Flight Simulation	Helicopter terrain navigation and deployable training system utilizing VEHelo	wkulakow@nps.navy.mil

LAST	FIRST	RANK	DEGREE, YEAR	THESIS TITLE	RESEARCH AREAS	EMAIL
Kunde	Dietmar	LTC, German Army	Ph.D. (MOVES), 2005	The Influence of Risk-Awareness in Centralizing/Decentralizing C2 in Theater Modeling	Human factors in VE, adaptable software agents, modeling human and organizational behavior	dkunde@nps.navy.mil
Lee	Daryl	Civilian	MS (CS), 2004	Integrated Physics-based Agent Modeling Testbed using the NPS Autonomous Underwater Vehicle (AUV) Workbench	Agents and simulation for Autonomous Underwater Vehicle	darylcs@nps.navy.mil
Lehman	Wolfgang	CAPT, German Army	MS (OR), 2004	Modeling Peacekeeping Operations with Multi Agent Systems		
Lock	Jeff	LT, USN	MS (CS), 2004	Deployable Combat Simulations Via Wireless Architectures	Simulation For Training	jslock@nps.navy.mil
Lowery	David	CAPT, USMC	MS (CS), 2004	Web Service Based Common Operational Picture and Automated Reporting System	Web Services, Service Oriented Architecture, Common Operational Picture, Command and Control	dslowery@nps.navy.mil
Mabini	Alex	LT, USNR	MS (MOVES), 2004	Reduced Order Model for Locomotion Devices in Virtual Environments	Human factors in virtual evironments	atmabini@nps.navy.mil
Mathes	Don	CAPT, USMC	MS (MOVES), 2005			mathesdj@tecom.usmc.mil
Matsangas	Panagiotis	LT, Hellenic Navy	MS (MOVES), 2004		Human-performance engineering	pmatsang@nps.navy.mil
McDowell	Perry	Civilian	Ph.D. (CS), 2006		Large-scale virtual environments, agent-based simulations, training in VE, ubiquitous computing	plmcdowe@nps.navy.mil
Miller	Daniel	LTC, USA	MS (MOVES), 2004			dbmiller@nps.navy.mil
Mueller	Aaron	LT, USNR	MS (MOVES), 2005			ajmuelle@nps.navy.mil
Norbraten	Terry	LT, USN	MS (MOVES), 2004	Utilization of Forward Error Correction (FEC) using Hamming Codes within Extensible Markup Language (XML) Schema-based Binary Compression (XSBC) Technologies.	(FEC) (XSBC) (XML)	tdnorbra@nps.navy.mil
Onder	Murat	LTJG Turkish Navy	MS (MOVES), 2005			monder@nps.navy.mil
Onianwa	Rhonda	LT, USN	MS (MOVES), 2004			rtonianw@nps.navy.mil
Ozkan	Baris	Turkish Navy	MS (CS), 2004			bozkan@nps.navy.mil
Parks	James			Building Second NUWC Virtual Naval Asset (VNA) (vSSGN #2) at NPS for Network-Centric Experimentation		jdneushu@nps.navy.mil
Paull	Greg	Civilian	Ph.D. (MOVES), 2006		Army game project	ghpaull@nps.navy.mil
Pawloski	Joel		Ph.D. (MOVES), 2005			joel.pawloski@us.army.mil

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Pournelle	Phillip	LCDR, USN				
Prichard	Matt	Civilian	MS (MOVES) 2005	Stereographic Augmented VE for Training in a CQB Environment	Training in VE, human-computer interaction	mjpritch@nps.navy.mil
Pursel	Eugene	CAPT, USMC	MS (MOVES), 2004			erpursel@nps.navy.mil
Rhoads	Russell	CPT, USA	CPT, USA	Developing the Concept of Operations for the Adaptive Joint C4ISR Node(AJCN)	Combat modeling & training	rarhoads@nps.navy.mil
Roddy	Kim	CDR, USN	Ph.D. (MOVES), 2006	Modeling Effects-Based Operations in a Virtual ForceNET Testbed	Agent-based and cognitive simulations in virtual environments	kimberly@roddy.net
Rosetti	Scott	LT, USNR	MS (MOVES), 2004	Sonar Visualization - Tactical Web Services for Undersea Warfare (USW)	Web Services, Sonar Visualization, 3D Visualization, Sonar Modeling, XML, X3D, SOAP	sarosett@nps.navy.mil
Sullivan	Joe	CDR	Ph.D. (CS), 2006		Helicopter terrain navigation, deployable, networked training systems	jasullivan@nps.navy.mil
Tanner	Mark	MAJ, USA	MS (MOVES), 2004			
Tarantilis	Georgios	LT, Hellenic Navy	MS (MOVES), 2004			gtaranti@nps.navy.mil
Weekley	Jeffrey	Civilian	MS (CS), 2004	Ocean Turbulence Modeling in the Near-Shore Using Open Standards and Web-based Simulations	Web-based simulations using open standards	jdweekle@nps.navy.mil
Wells	William	MAJ, USAF	Ph.D. (MOVES), 2005	Generate/Enhance Natural Environments/Terrain for Interactive Combat Simulations (GENETICS)	Data visualization, networked virtual environments, combat modeling & analysis	wdwells@nps.navy.mil
Yates	William	MAJ, USMC	MS (MOVES), 2004	Evaluation and Analysis of the Indoor Simulated Marksmanship Trainer for Training Transfer		wwyates@nps.navy.mil
Yildiz	Faruk	LTJG, Turkish Navy	MS (MOVES), 2004	Implementation of Human Avatars in Networked Virtual Environments	Visual simulation in MOVES	fyildiz@nps.navy.mil